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Results 1 - 16 of 16 short listing

1 Virtual time 84%
David R. Jefferson
ACM Transactions on Programming Languages and Systems (TOPLAS) July 1985
Volume 7 Issue 3

Virtual time is a new paradigm for organizing and synchronizing distributed systems which can be applied to such problems as distributed discrete event simulation and distributed database concurrency control. Virtual time provides a flexible abstraction of real time in much the same way that virtual memory provides an abstraction of real memory. It is implemented using the Time Warp mechanism, a synchronization protocol distinguished by its reliance on lookahead-rollback, a ...

2 Management: Timing-sync protocol for sensor networks 80%
Saurabh Ganeriwal , Ram Kumar , Mani B. Srivastava
Pr ceedings of the first international conference on Embedded networked sensor systems November 2003

Wireless ad-hoc sensor networks have emerged as an interesting and important research area in the last few years. The applications envisioned for such networks require collaborative execution of a distributed task amongst a large set of sensor nodes. This is realized by exchanging messages that are time-stamped using the local clocks on the nodes. Therefore, time synchronization becomes an indispensable piece of infrastructure in such systems. For years, protocols such as NTP have kept the clock ...

3 Active virtual network management protocol 80%
Stephen F. Bush
Proceedings of the thirteenth workshop on Parallel and distributed simulation May 1999

This paper introduces a novel algorithm, the Active Virtual Network Management Protocol, for predictive network management. It explains how the Active Virtual Network Management Protocol facilitates the management of an active network by allowing future predicted state information within an active network to be available to network management algorithms. This is accomplished by coupling ideas from optimistic discrete event simulation with active networking. The optimistic discrete event simulati ...

4 Adaptive flow control in time warp 80%
Kiran S. Panesar , Richard M. Fujimoto
ACM SIGSIM Simulation Digest , Pr ceedings f the eleventh w rksh p n Parallel and distributed simulati n June 1997
Volume 27 Issue 1

It is well known that Time Warp may suffer from poor performance due to excessive rollbacks caused by overly optimistic execution. Here we present a simple flow control mechanism using only local information and GVT that limits the number of uncommitted messages generated by a processor, thus throttling overly optimistic TW execution. The flow control scheme is analogous to traditional networking flow control mechanisms. A ``window'' of messages defines the maximum number of uncommitted messages ...

5 A parallel distributed simulation of a large-scale PCS network: keeping secrets 80%
Brian A. Malloy , Albert T. Montroy
Pr ceedings of the 27th conference on Winter simulation December 1995

6 Developments in simulation and instrumentation: Large-scale network simulation techniques: examples of TCP and OSPF models 77%
Garrett R. Yaun , David Bauer , Harshad L. Bhutada , Christopher D. Carothers , Murat Yuksel , Shivkumar Kalyanaraman
ACM SIGCOMM Computer Communication Review July 2003
Volume 33 Issue 3

Simulation of large-scale networks remains to be a challenge, although various network simulators are in place. In this paper, we identify fundamental issues for large-scale networks simulation, and porpose new techniques that address them. First, we exploit optimistic parallel simulation techniques to enable fast execution on inexpensive hyper-threaded, multiprocessor systems. Second, we provide a compact, light-weight implementation framework that greatly reduces the amount of state required t ...

7 Optimistic simulation I: Early cancellation: an active NIC optimization for time-warp 77%
Ranjit Noronha , Nael B. Abu-Ghazaleh
Proceedings of the sixteenth workshop on Parallel and distributed simulation May 2002

Parallel Discrete Event Simulation (PDES) on a cluster of workstations is a fine grained application where the communication performance can dictate the effiency of the simulation. The high performance Local/System Area Networks used in high-end clusters are capable of delivering data with high bandwidth and low latency. Unfortunately, the communication rate far out-paces the capabilities of workstation nodes to handle it (I/0 bus, memory bus, CPU resources). For this reason, many vendors are of ...

8 Time synch and localization: Lightweight time synchronization for sensor networks 77%
Jana van Greunen , Jan Rabaey
Proceedings of the 2nd ACM international conference on Wireless sensor networks and applications September 2003

This paper presents lightweight tree-based synchronization (LTS) methods for sensor networks. First, a single-hop, pair-wise synchronization scheme is analyzed. This scheme requires the exchange of only three messages and has Gaussian error properties. The single-hop approach is extended to a centralized multi-hop synchronization method. Multi-hop synchronization consists of pair-wise synchronizations performed along the edges of a spanning tree. Multi-hop synchronization requires only n-1 pair- ...

9 Physical interface: Fine-grained network time synchronization using reference broadcasts 77%
Jeremy Elson , Lewis Girod , Deborah Estrin
ACM SIGOPS Operating Systems Review December 2002
Volume 36 Issue SI

Recent advances in miniaturization and low-cost, low-power design have led to active research in large-scale networks of small, wireless, low-power sensors and actuators. Time synchronization is critical in sensor networks for diverse purposes including sensor data fusion, coordinated actuation, and power-efficient duty cycling. Though the clock accuracy and precision requirements are often stricter than in traditional distributed systems, strict energy constraints limit the resources available ...

77%

10 Time warp operating system
D. Jefferson , B. Beckman , F. Wieland , L. Blume , M. Diloreto
ACM SIGOPS Operating Systems Review , Proceedings of the eleventh ACM Symposium on Operating systems principles November 1987
Volume 21 Issue 5

This paper describes the Time Warp Operating System, under development for three years at the Jet Propulsion Laboratory for the Caltech Mark III Hypercube multi-processor. Its primary goal is concurrent execution of large, irregular discrete event simulations at maximum speed. It also supports any other distributed applications that are synchronized by virtual time.The Time Warp Operating System includes a complete implementation of the Time Warp mechanism, and is a substantial d ...

11 Web-based network analysis and design 77%
Dhananjai Madhava Rao , Radharamanan Radhakrishnan , Philip A. Wilsey
ACM Transactions on Modeling and Computer Simulation (TOMACS) January 2000
Volume 10 Issue 1

The gradual acceptance of high-performance networks as a fundamental component of today's computing environment has allowed applications to evolve from static entities located on specific hosts to dynamic, distributed entities that are resident on one or more hosts. In addition, vital components of software and data used by an application may be distributed across the local/wide area network. Given such a fluid and dynamic environment, the design and analysis of high-performance communicat ...

12 Performance prediction of a parallel simulator 77%
Jason Liu , David Nicol , Brian J. Premore , Anna L. Poplawski
Pr ceedings of the thirteenth workshop on Parallel and distributed simulation May 1999

There are at least three major obstacles thwarting wide-spread adoption of parallel discrete-event simulation (a) lack of need, (b) lack of tools, (c) lack of predictability in behavior and performance. The plain truth is that most simulation studies can be adequately done on ordinary serial computers. Parallel simulation tools are products of re-search efforts, and simply don't stand up to the demands of modern software engineering. The results of 20 years of research in parallel simulation rev ...

13 Optimizing communication in time-warp simulators 77%
Malolan Chetlur , Nael Abu-Gazaleh , R. Radhakrishnan , P. A. Wilsey
ACM SIGSIM Simulation Digest , Proceedings of the twelfth workshop on Parallel and distributed simulation July 1998
Volume 28 Issue 1

14 A control and management network for wireless ATM systems 77%
Stephen F. Bush , Sunil Jagannath , Ricardo Sanchez , Joseph B. Evans , Gary J. Minden , K. Sam Shanmugan , Victor S. Frost
Wireless Networks September 1997
Volume 3 Issue 4

This paper describes the design of a control and management network (orderwire) for a mobile wireless Asynchronous Transfer Mode (ATM) network. This mobile wireless ATM network is part of the Rapidly Deployable Radio Network (RDRN). The orderwire system consists of a packet radio network which overlays the mobile wireless ATM network. Each network element in this network uses Global Positioning System (GPS) information to control a beamforming antenna subsystem which provides for spatial re ...

15 Analysis of bounded time warp and comparison with YAWNS 77%
Phillip M. Dickens , David M. Nicol , Paul F. Reynolds , J. M. Duva
ACM Transactions n Modeling and C mputer Simulati n (TOMACS) October 1996
Volume 6 Issue 4

This article studies an analytic model of parallel discrete-event simulation, comparing the YAWNS conservative synchronization protocol with Bounded Time Warp. The assumed simulation problem is a heavily loaded queuing network where the probability of an idle server is closed to zero. We model workload and job routing in standard ways, then develop and validate methods for computing approximated performance measures as a function of the degree of optimism allowed, overhead

costs of state-s ...

- **16** Evaluation of TCP Vegas: emulation and experiment 77%

  Jong Suk Ahn , Peter B. Danzig , Zhen Liu , Limin Yan

  ACM SIGCOMM Computer Communication Review , Proceedings of the c nference on Applicati ns, technologies, architectures, and protocols for computer communication October 1995

  Volume 25 Issue 4

  This paper explores the claims that TCP Vegas [2] both uses network bandwidth more efficiently and achieves higher network throughput than TCP Reno [6]. It explores how link bandwidth, network buffer capacity, TCP receiver acknowledgment algorithm, and degree of network congestion affect the relative performance of Vegas and Reno.

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Results Key:
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L Number	Hits	Search Text	DB	Time stamp
3	2851	packet adj network	USPAT	2004/01/22 14:11
4	4318	packet adj network	USPAT	2004/01/22 14:11
5	1	(packet adj network) and (delay adj simulation)	USPAT	2004/01/22 14:13
6	72	(packet adj network) and (delay same simulation)	USPAT	2004/01/22 14:13
7	15	((packet adj network) and (delay same simulation)) and (time adj stamp)	USPAT	2004/01/22 14:19
8	690368	(((packet adj network) and (delay same simulation)) and (time adj stamp)) and delete or remove	USPAT	2004/01/22 14:19
9	2	(((packet adj network) and (delay same simulation)) and (time adj stamp)) and (delete or remove)	USPAT	2004/01/22 14:20
10	482	(time adj stamp) same remov$4	USPAT	2004/01/22 14:20
11	2	((time adj stamp) same remov$4) and (packet adj network) and simulation	USPAT	2004/01/22 14:24
12	348	(send adj time) and (removed or delete or erase)	USPAT	2004/01/22 14:25
13	11	((send adj time) and (removed or delete or erase)) and (network adj packet)	USPAT	2004/01/22 14:58
14	8	(("5260978") or ("5608731") or ("5694397") or ("5751721") or ("5822383") or ("5982828") or ("6148049") or ("6167048")).PN.	USPAT	2004/01/22 15:03
15	0	((("5260978") or ("5608731") or ("5694397") or ("5751721") or ("5822383") or ("5982828") or ("6148049") or ("6167048")).PN.) and (delete same (time adj stamp))	USPAT	2004/01/22 15:03
16	0	((("5260978") or ("5608731") or ("5694397") or ("5751721") or ("5822383") or ("5982828") or ("6148049") or ("6167048")).PN.) and (delete and (time adj stamp))	USPAT	2004/01/22 15:03
17	2	((("5260978") or ("5608731") or ("5694397") or ("5751721") or ("5822383") or ("5982828") or ("6148049") or ("6167048")).PN.) and (remove and (time adj stamp))	USPAT	2004/01/22 15:04
18	127	(370/508).CCLS.	USPAT	2004/01/22 15:05
19	13	((370/508).CCLS.) and (time adj stamp)	USPAT	2004/01/22 15:10
20	644	(709/228).CCLS.	USPAT	2004/01/22 15:10
21	38	((709/228).CCLS.) and (time adj stamp)	USPAT	2004/01/22 15:35
22	6	delete same (send adj time)	USPAT	2004/01/22 15:30
23	2	(((709/228).CCLS.) and (time adj stamp)) and (send adj time)	USPAT	2004/01/22 15:30
24	0	(random adj generation) same (network adj address)	USPAT	2004/01/22 15:53
25	0	(random adj generation) same (network adj address)	USPAT	2004/01/22 15:53
26	1	(random adj generat$5) same (network adj address)	USPAT	2004/01/22 15:54
27	948	(ip adj address) same generat$6	USPAT	2004/01/22 15:54
28	373	((ip adj address) same generat$6) and random	USPAT	2004/01/22 15:54
29	42	(((ip adj address) same generat$6) and random) and simulat$5	USPAT	2004/01/22 16:03
30	65	random adj address adj generat$5	USPAT	2004/01/22 16:03

31	0	(random adj address adj generat$5) and (IP adj address)	USPAT	2004/01/22 16:04
32	6	(random adj address adj generat$5) and packet	USPAT	2004/01/22 16:04